

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (Currently Amended) A computer-implemented method for performing user and session management over a computer network, comprising:

receiving in a first session a first request from a user for an application instance, the first request including comprising a single random number that uniquely identifies ~~identifier used to identify~~ both a session and a user ~~for all user requests~~ without additional ~~further~~ user and session application variables; and

transmitting an application instance response to the user based on stored user and session system information.

2. (Original) The method of claim 1, wherein the single identifier includes a random number associated with the user.

3. (Original) The method of claim 1, further comprising:
authenticating an identification of the user; and
assigning the single identifier to the user.

4. (Original) The method of claim 3, wherein said authenticating comprises:
transmitting a request for a user name and a password to the user;
receiving the user name and password from the user; and
comparing the user name and password to stored parameters.

5. (Original) The method of claim 1, further comprising:
receiving a second request from the user for a second application instance, the second request including the identifier; and
processing the request with the application instance.

6. (Original) The method of claim 1, further comprising:

receiving a second request from a second user, the second request including a second identifier corresponding to the second user; and
generating a second application instance responsive to the second identifier.

7. (Currently Amended) An apparatus for performing user and session management over a computer network, comprising:

means for receiving in a first session a first request from a user for an application instance, the first request including comprising a single random number that uniquely identifies identifier used to identify both a session and a user ~~for all user requests~~ without additional further user and session application variables; and

means for transmitting an application instance response to the user based on stored user and session system information.

8. (Currently Amended) A ~~method~~ system for performing user and session management over a computer network, comprising:

a processor; and

a memory in communication with the processor, the memory for storing a plurality of processing instructions for enabling the processor to:

receive a first request from a user for an application instance, the first request including comprising a single random number that uniquely identifies identifier used to identify both a session and a user ~~for all user requests~~ without additional further user and session application variables; and

transmit an application instance response to the user based on stored user and session system information.

9. (Currently Amended) A computer-readable medium having stored thereon, computer-executable instructions that, if executed by a system, cause the system to perform operations comprising encoded with processing instructions for implementing a method for performing user and session management over a computer network, the method comprising:

receiving a first request from a user for an application instance, the first request including comprising a single random number that uniquely identifies identifier used to identify both a session and a user for all user requests without further additional user and session application variables; and

transmitting an application instance response to the user based on stored user and session system information.

10. (Currently Amended) A method for performing user and session management over a computer network, comprising:

receiving a request for an application instance from a user;

assigning a single identifier comprising a single random number that uniquely identifies identifier used to identify both a session and a user without additional user and session application variables to the user for handling all user requests; and

transmitting an application instance response to the user, wherein the single identifier is static for all requests from the user for a session.

11. (Original) The method of claim 10, wherein the single identifier is a random number.

12. (Original) The method of claim 10, wherein the single identifier does not include user or session application variables for use by the application instance.

13. (Original) The method of claim 10, wherein said assigning further comprises: authenticating an identification of the user.

14. (Original) The method of claim 13, wherein said authenticating comprises: transmitting a request for a user name and a password to the user;
receiving the user name and password from the user; and
comparing the user name and password to stored parameters.

15. (Original) The method of claim 10, further comprising:

receiving a second request from the user for a second application instance, the second request including the identifier; and

processing the request with the second application instance, while maintaining the first application instance.

16. (Original) The method of claim 1, further comprising:

receiving a second request from a second user, the second request including a second identifier corresponding to the second user; and

generating a second application instance responsive to the second identifier.

17. (Currently Amended) An apparatus for performing user and session management over a computer network, comprising:

means for receiving a request for an application instance from a user;

means for assigning a single identifier comprising a single random number that uniquely identifies both a session and a user to the user without additional user and session application variables for handling all user requests; and

means for transmitting an application instance response to the user, wherein the single identifier is static for all requests from the user for a session.

18. (Currently Amended) An apparatus for performing user and session management over a computer network, comprising:

a processor; and

a memory in communication with the processor, the memory for storing a plurality of processing instructions for enabling the processor to:

receive a request for an application instance from a user;

assign a single identifier comprising a single random number that uniquely identifies both a session and a user without additional user and session application variables to the user used to identify both a session and a user for handling all user requests; and

transmit an application instance response to the user, wherein the single identifier is static for all requests from the user for a session.

19. (Currently Amended) A computer-readable medium having stored thereon, computer-executable instructions that, if executed by a system, cause the system to perform operations comprising encoded with processing instructions for implementing a method for performing user and session management over a computer network, the method comprising:

receiving a request for an application instance from a user;

assigning a single identifier comprising a single random number that uniquely identifies both a session and a user without additional user and session application variables to the user used to identify both a session and a user for handling all user requests; and

transmitting an application instance response to the user, wherein the single identifier is static for all requests from the user for a session.

20. (Currently Amended) A method for performing user and session management over a computer network, comprising:

receiving a first request from a user for a first application instance, the first request including an identifier comprising a single random number that uniquely identifies an identifier used to identify both a session and a user without additional user and session application variables;

transmitting a first application instance response to the user;

receiving a second request from the user for a second application instance, the second request including the identifier; and

processing the request with the second application instance.

21. (Original) The method of claim 20, wherein the identifier is a random number.

22. (Original) The method of claim 10, wherein the identifier does not include user or session variables for use by the application instance.

23. (Original) The method of claim 20, further comprising:

authenticating an identification of the user; and

assigning the identifier to the user

24. (Original) The method of claim 13, wherein said authenticating comprises:
transmitting a request for a user name and a password to the user;
receiving the user name and password from the user; and
comparing the user name and password to stored parameters.
25. (Original) The method of claim 20, further comprising:
receiving a third request from a second user, the third request including a second identifier corresponding to the second user; and
generating a second application instance responsive to the second identifier.
26. (Currently Amended) An apparatus for performing user and session management over a computer network, comprising:
means for receiving a first request from a user for a first application instance, the first request including an identifier comprising a single random number that uniquely identifies used to identify both a session and a user without additional user and session application variables;
means for transmitting a first application instance response to the user;
means for receiving a second request from the user for a second application instance, the second request including the identifier; and
means for processing the request with the second application instance.

27. (Currently Amended) An apparatus for performing user and session management over a computer network, comprising:

a processor; and

a memory in communication with the processor, the memory for storing a plurality of processing instructions for enabling the processor to:

receive a first request from a user for a first application instance, the first request including an identifier comprising a single random number that uniquely identifies ~~used to identify~~ both a session and a user without additional user and session application variables;

transmit a first application instance response to the user; receive a second request from the user for a second application instance, the second request including the identifier; and process the request with the second application instance.

28. (Currently Amended) A computer-readable medium having stored thereon, computer-executable instructions that, if executed by a system, cause the system to perform operations comprising encoded with processing instructions for implementing a method for performing user and session management over a computer network, the method comprising:

receiving a first request from a user for a first application instance, the first request including an identifier comprising a single random number that uniquely identifies ~~used to identify~~ both a session and a user without additional user and session application variables;

transmitting a first application instance response to the user;

receiving a second request from the user for a second application instance, the second request including the identifier; and

processing the request with the second application instance.

29. (Currently Amended) A method for performing user and session management over a computer network, comprising:

receiving, from a user, a first request in a first session, the first request including an identifier comprising a single random number that uniquely identifies ~~used to identify~~ both a session and a user without additional user and session application variables;

transmitting a first application instance response to the user in response to the first request;

receiving, from the user, a second request in a second session, the second user request including the identifier; and

processing the second request through the first application instance.

30. (Original) The method of claim 29, wherein the first identifier includes a random number associated with the user.

31. (Original) The method of claim 29, further comprising:
authenticating an identification of the user; and
assigning the identifier to the user.

32. (Original) The method of claim 31, wherein said authenticating comprises:
transmitting a request for a user name and a password to the user;
receiving the user name and password from the user; and
comparing the user name and password to stored parameters.

33. (Original) The method of claim 29, further comprising:
receiving a third request from the user in the first user session, the third request including the identifier; and
processing the request with the application instance.

34. (Original) The method of claim 29, further comprising:
receiving a third request from a second user, the third request including a second identifier corresponding to the second user; and
generating a second application instance responsive to the second identifier.

35. (Currently Amended) An apparatus for performing user and session management over a computer network, comprising:
a processor; and

a memory in communication with the processor, the memory for storing a plurality of processing instructions for enabling the processor to:

receive, from a user, a first request in a first session, the first request including an identifier comprising a single random number that uniquely identifies ~~used to identify~~ both a session and a user without additional user and session application variables;

transmit a first application instance response to the user in response to the first request;

receive, from the user, a second request in a second session, the second user request including the identifier; and

process the second request through the first application instance.

36. (Currently Amended) An apparatus for performing user and session management over a computer network, comprising:

means for receiving, from a user, a first request in a first session, the first request including an identifier comprising a single random number that uniquely identifies ~~used to identify~~ both a session and a user without additional user and session application variables;

means for transmitting a first application instance response to the user in response to the first request;

means for receiving, from the user, a second request in a second session, the second user request including the identifier; and

means for processing the second request through the first application instance.

37. (Currently Amended) A computer-readable medium having stored thereon, computer-executable instructions that, if executed by a system, cause the system to perform operations comprising encoded with processing instructions for implementing a method for performing user and session management over a computer network, the method comprising:

receiving, from a user, a first request in a first session, the first request including an identifier comprising a single random number that uniquely identifies ~~used to identify~~ both a session and a user without additional user and session application variables;

transmitting a first application instance response to the user in response to the first request;

receiving, from the user, a second request in a second session, the second user request including the identifier; and

processing the second request through the first application instance.

38. (Currently Amended) A method for performing user and session management over a computer network, comprising:

receiving a first request from a first user session for a user, the first request including an identifier comprising a single random number that uniquely identifies both a session and a user without additional user and session application variables;

receiving a second request from a second user session for the user, the second request including the identifier used to identify both a session and a user without further user or session application variables; and

transmitting a response to the first and second requests, based on the identifier and a system session variable stored for each of the first and second user sessions.

39. (Original) The method of claim 38, wherein the single identifier includes a random number associated with the user.

40. (Original) The method of claim 38, further comprising:

authenticating an identification of the user; and

assigning the identifier to the user.

41. (Original) The method of claim 40, wherein said authenticating comprises:

transmitting a request for a user name and a password to the user;

receiving the user name and password from the user; and

comparing the user name and password to stored parameters.

42. (Original) The method of claim 38, further comprising:

receiving a third request from one of the first and the second user sessions, the third request including the identifier; and
processing the request with the application instance.

43. (Original) The method of claim 38, further comprising:
receiving a third request from a second user, the third request including a second identifier corresponding to the second user; and
generating a second application instance responsive to the second identifier.

44. (Currently Amended) An apparatus for performing user and session management over a computer network, comprising:
means for receiving a first request from a first user session for a user, the first request including an identifier comprising a single random number that uniquely identifies both a session and a user without additional user and session application variables;
means for receiving a second request from a second user session for the user, the second request including the identifier used to identify both a session and a user without further user or session application variables; and
means for transmitting a response to the first and second requests, based on the identifier and a system session variable stored for each of the first and second user sessions.

45. (Currently Amended) An apparatus for performing user and session management over a computer network, comprising:
a processor; and
a memory in communication with the processor, the memory for storing a plurality of processing instructions for enabling the processor to:
receive a first request from a first user session for a user, the first request including an identifier comprising a single random number that uniquely identifies both a session and a user without additional user and session application variables;

receive a second request from a second user session for the user, the second request including the identifier used to identify both a session and a user without further user or session application

variables; and

transmit a response to the first and second requests, based on the identifier and a system session variable stored for each of the first and second user sessions.

46. (Currently Amended) A computer-readable medium having stored thereon, computer-executable instructions that, if executed by a system, cause the system to perform operations comprising encoded with processing instructions for implementing a method for performing user and session management over a computer network, comprising:

receiving a first request from a first user session for a user, the first request including an identifier comprising a single random number that uniquely identifies both a session and a user without additional user and session application variables;

receiving a second request from a second user session for the user, the second request including the identifier used to identify both a session and a user without further user or session application variables; and

transmitting a response to the first and second requests, based on the identifier and a system session variable stored for each of the first and second user sessions.

47. (Currently Amended) A method for performing user and session management over a computer network, comprising:

receiving a first request from a first user session for a user, the first request including an identifier comprising a single random number that uniquely identifies both a session and a user without additional user and session application variables; and

transmitting a first response to the first request, based on the identifier and a first system session variable stored in a user database.

receiving a second request from a second user session for the user, the second request including the identifier used to identify both a session and a user without further user or session application variables; and

transmitting a second response to the second request, based on the identifier and a second system session variable stored in the user database.

48. (Original) The method of claim 47, wherein the first response and the second response are generated from a single application instance.

49. (Original) The method of claim 48, wherein the identifier does not include further user and session variables for use by the application instance.

50. (Original) The method of claim 47, wherein the identifier includes a random number associated with the user.

51. (Original) The method of claim 47, further comprising:
authenticating an identification of the user; and
assigning the single identifier to the user.

52. (Original) The method of claim 51, wherein said authenticating comprises:
transmitting a request for a user name and a password to the user;
receiving the user name and password from the user; and
comparing the user name and password to stored parameters.

53. (Original) The method of claim 48, further comprising:
receiving a third request from the user in the first user session, the third request including the identifier; and
processing the request with the application instance.

54. (Original) The method of claim 47, further comprising:

receiving a third request from a second user, the third request including a second identifier corresponding to the second user; and
generating a second application instance responsive to the second identifier.

55. (Currently Amended) An apparatus for performing user and session management over a computer network, comprising:

means for receiving a first request from a first user session for a user, the first request including an identifier comprising a single random number that uniquely identifies both a session and a user without additional user and session application variables; and

means for transmitting a first response to the first request, based on the identifier and a first system session variable stored in a user database.

means for receiving a second request from a second user session for the user, the second request including the identifier used to identify both a session and a user without further user or session application variables; and

means for transmitting a second response to the second request, based on the identifier and a second system session variable stored in the user database.

56. (Currently Amended) An apparatus for performing user and session management over a computer network, comprising:

a processor; and

a memory in communication with the processor, the memory for storing a plurality of processing instructions for enabling the processor to:

receive a first request from a first user session for a user, the first request including an identifier comprising a single random number that uniquely identifies both a session and a user without additional user and session application variables; and

transmit a first response to the first request, based on the identifier and a first system session variable stored in a user database.

receive a second request from a second user session for the user, the second request including the identifier used to identify both a session and a user without further user or session application variables; and

transmit a second response to the second request, based on the identifier and a second system session variable stored in the user database.

57. (Currently Amended) A computer-readable medium having stored thereon, computer-executable instructions that, if executed by a system, cause the system to perform operations comprising encoded with processing instructions for implementing a method for performing user and session management over a computer network, the method comprising:

receiving a first request from a first user session for a user, the first request including an identifier comprising a single random number that uniquely identifies both a session and a user without additional user and session application variables; and

transmitting a first response to the first request, based on the identifier and a first system session variable stored in a user database.

receiving a second request from a second user session for the user, the second request including the identifier used to identify both a session and a user without further user or session variables; and

transmitting a second response to the second request, based on the identifier and a second system session variable stored in the user database.

58. (Currently Amended) A method for performing user and session management over a computer network, comprising:

receiving a first request from a first user, the first request including a first identifier comprising a single random number that uniquely identifies both a session and the first user without additional user and session application variables ~~used to identify both a session and a user corresponding to the first user;~~

receiving a second request from a second user, the second request including a second identifier comprising a single random number that uniquely identifies both a session and the

~~second user without additional user and session application variables used to identify both a session and a user corresponding to the second user; and~~

generating a first application instance responsive to the first identifier and a second application instance responsive to the second identifier.

59. (Original) The method of claim 58, wherein the first identifier and the second identifier do not include user and session application variables for use by the first and the second application instances.

60. (Original) The method of claim 58, wherein the first identifier includes a random number associated with the first user and the second identifier includes a second random number associated with the second user.

61. (Original) The method of claim 58, further comprising:
authenticating an identification of the first and second users; and
assigning the first identifier to the first user and the second identifier to the second user.

62. (Original) The method of claim 61, wherein said authenticating comprises:
transmitting a request for a user name and a password to the user;
receiving the user name and password from the user; and
comparing the user name and password to stored parameters.

63. (Original) The method of claim 58, further comprising:
receiving a third request from the first user, the third request including the first identifier;
and
processing the request with the first application instance.

64. (Original) The method of claim 58, further comprising:
receiving a third request from the second user, the third request including the second identifier; and
processing the request with the second application instance.

65. (Currently Amended) An apparatus for performing user and session management over a computer network, comprising:

means for receiving a first request from a first user, the first request including a first identifier comprising a single random number that uniquely identifies both a session and the first user without additional user and session application variables ~~used to identify both a session and a user corresponding to the first user;~~

means for receiving a second request from a second user, the second request including a second identifier comprising a single random number that uniquely identifies both a session and the second user without additional user and session application variables ~~used to identify both a session and a user corresponding to the second user;~~ and

means for generating a first application instance responsive to the first identifier and a second application instance responsive to the second identifier.

66. (Currently Amended) An apparatus for performing user and session management over a computer network, comprising:

a processor; and

a memory in communication with the processor, the memory for storing a plurality of processing instructions for enabling the processor to:

receive a first request from a first user, the first request including a first identifier comprising a single random number that uniquely identifies both a session and the first user without additional user and session application variables ~~used to identify both a session and a user corresponding to the first user;~~

receive a second request from a second user, the second request including a second identifier comprising a single random number that uniquely identifies both a session and the second user without additional user and session application variables ~~used to identify both a session and a user corresponding to the second user;~~ and

generate a first application instance responsive to the first identifier and a second application instance responsive to the second identifier.

67. (Currently Amended) A computer-readable medium having stored thereon, computer-executable instructions that, if executed by a system, cause the system to perform operations comprising encoded with processing instructions for implementing a method for performing user and session management over a computer network, the method comprising:

receiving a first request from a first user, the first request including a first identifier comprising a single random number that uniquely identifies both a session and the first user without additional user and session application variables used to identify both a session and a user corresponding to the first user;

receiving a second request from a second user, the second request including a second identifier comprising a single random number that uniquely identifies both a session and the second user without additional user and session application variables used to identify both a session and a user corresponding to the second user; and

generating a first application instance responsive to the first identifier and a second application instance responsive to the second identifier.

68. (Currently Amended) A method for performing user and session management over a computer network, comprising:

receiving, from a first user, a first request in a first session, the first request including a first identifier comprising a single random number that uniquely identifies both a session and the first user without additional user and session application variables used to identify both a session and a user;

transmitting a first application instance to the first user in response to the first request;

receiving, from the first user, a second request in a second session, the second request including the first identifier;

processing the second request through the first application instance;

receiving, from a second user, a third request in a third user session, the third request including a second identifier comprising a single random number that uniquely identifies both a session and the second user without additional user and session application variables used to identify both a session and a user corresponding to the second user; and

transmitting a second application instance to the second user in response to the third request.

69. (Original) The method of claim 68, wherein the first identifier and the second identifier do not include further user and session application variables for use by the first and the second application instances.

70. (Original) The method of claim 68, wherein the first identifier includes a random number associated with the first user and the second identifier includes a second random number associated with the second user.

71. (Original) The method of claim 68, further comprising:
authenticating an identification of the first and second users; and
assigning the first identifier to the first user and the second identifier to the second user based on said authenticating.

72. (Original) The method of claim 71, wherein said authenticating comprises:
transmitting a request for a user name and a password to the first and second users;
receiving the user name and password from the first and the second users; and comparing the user name and password to stored parameters.

73. (Original) The method of claim 68, further comprising:
receiving a fourth request from the first user, the fourth request including the first identifier without any further user and session application variables; and
processing the request with the first application instance based on stored user and session management system variables.

74. (Original) The method of claim 68, further comprising:
receiving a fourth request from the second user, the fourth request including the second identifier without any further user and session variables; and

processing the request with the second application instance based on stored user and session management system variables.

75. (Currently Amended) A method for interacting with a central server over a computer network, comprising:

transmitting a first request to a central server, the first request including a user identifier comprising a single random number that uniquely identifies both a session and the first user without additional user and session application variables;

receiving a first application instance in response to the first request; and

transmitting a second request to the central server, the second request including the identifier comprising a single random number that uniquely identifies both a session and the second user without additional user and session application variables ~~used to identify both a session and a user without further user or session application variables;~~ and

receiving a response to the second request from the application instance.

76. (Original) The method of claim 75, wherein the first identifier does not include user and session variables for use by the first application instance.

77. (Currently Amended) A method for interacting with a central server over a computer network, comprising:

transmitting a first request to a central server in a first user session, the first request including a user identifier comprising a single random number that uniquely identifies both a session and the first user without additional user and session application variables;

receiving a first application instance in response to the first request; and

transmitting a second request to the central server in a second user session, the second request including the identifier used to identify both a session and a user without further user or session application variables; and

receiving a response to the second request from the application instance.

78. (Original) The method of claim 77, wherein the first identifier does not include user and session variables for use by the application instance.

79. (New) The method of claim 1, wherein transmitting an application instance response to the user based on stored user and session system information comprises:

in response to the first request:

using the random number to search information in a database to identify the user;

retrieving an instance of a user object corresponding to the identified user;

the retrieved user object using a resource locator in the request to identify a web application; and

the user object transmitting an instance of the identified web application to the user.

80. (New) The method of claim 79, further comprising:

receiving in a second session a second request from the user for an application instance, the second request comprising the single random number; and

in response to the second request:

using the random number to search information in a database to identify the user;

retrieving an instance of a user object corresponding to the identified user;

the retrieved user object using a resource locator in the request to identify a web application; and

the user object transmitting an instance of the identified web application to the user.

81. (New) A computer-implemented method for performing user and session management over a computer network, comprising:

receiving in a first session a first request from a user for an application instance, the first request comprising a single random number that uniquely identifies both a session and a user without additional user and session application variables;

in response to the first request:

using the random number to search information in a database to identify the user;

retrieving an instance of a user object corresponding to the identified user;

the retrieved user object using a resource locator in the request to identify a web application; and

the user object transmitting an instance of the identified web application to the user;

receiving in a second session a second request from the user for an application instance, the second request comprising the single random number; and

in response to the second request;

using the random number to search information in a database to identify the user;

retrieving an instance of a user object corresponding to the identified user;

the retrieved user object using a resource locator in the request to identify a web application; and

the user object transmitting an instance of the identified web application to the user.